THE PATH OF THE WARRIOR
ART OF FIGHTING 3

Punch • Kick • Strong Attack — A • B • C

Taunt — D

Decreases opponent's spirit gauge

Recharge spirit — A • B • C hold

Short jump — ↖ ~ ↗ N

Back step • Front step — ← ← • → →

Mid level strike — ↘ A • B

Rush Punch • Kick — → A • B tap

Throw — close → C

Sabaki motion — ← C

Play as Sinclair

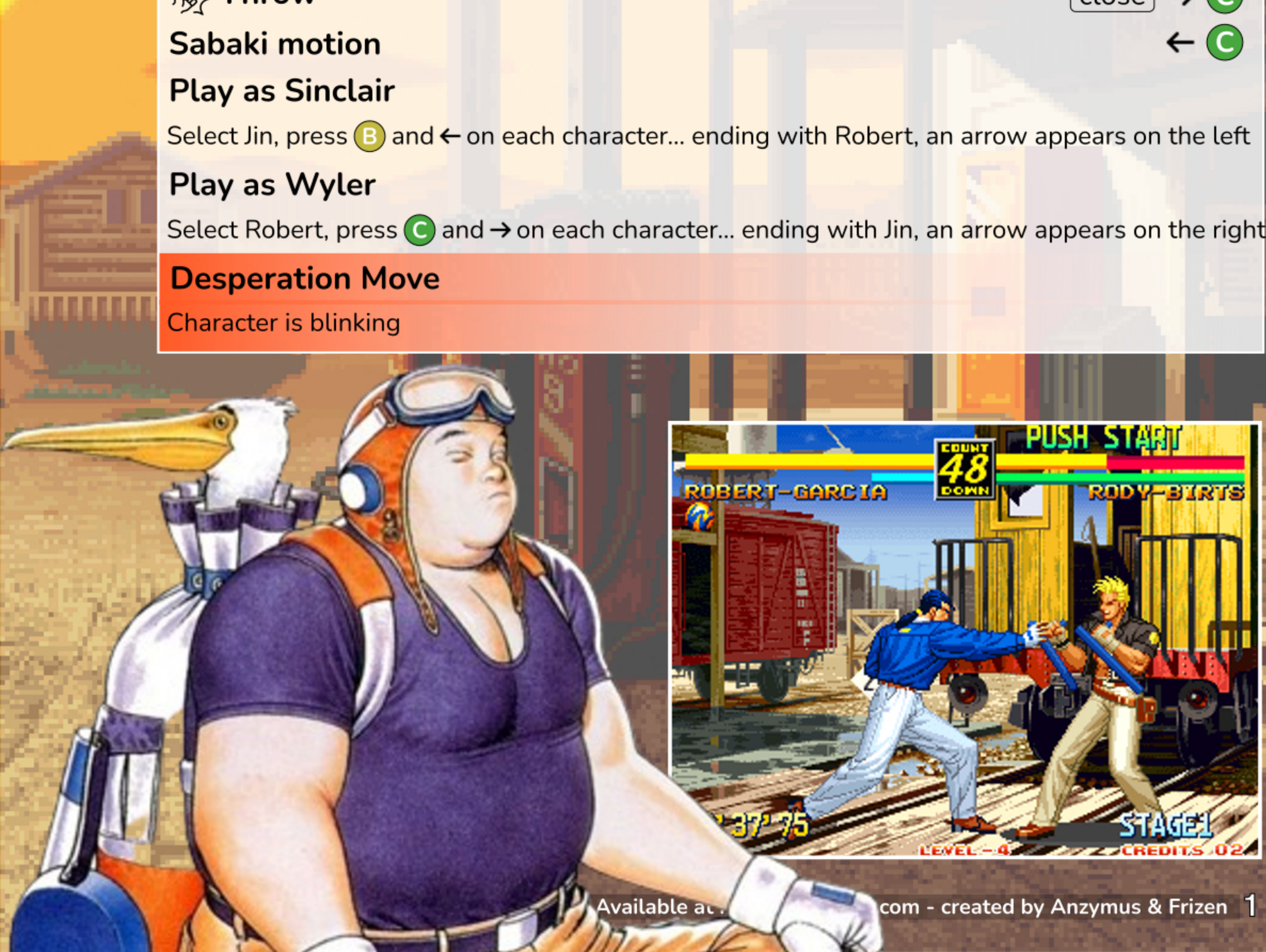
Select Jin, press B and ← on each character... ending with Robert, an arrow appears on the left

Play as Wyler

Select Robert, press C and → on each character... ending with Jin, an arrow appears on the right

Desperation Move

Character is blinking



RYO SAKAZAKI

Step Back Sway — A B

Fûsatsugeri — ← B

Torage Uchi — → → A . A

Kaku Gyaku Sho — → → B

Triangle Kick — air corner A • B

Fumikomu Kadan Seiken — ↘ ↘ A

Tsui ue Keri — ↘ ↘ B

High Spin Kick — → ← B C

Ategeri — B C

Driving Kick — ↘ B B

Knee Storm — ↘ B C C

Tsurabe Uchi — from crouch ↑ A

Kime Uchi — opponent is downed ↘ A • B

Koôgeki — opponent is downed ↻ A

Shoulder Throw — close → C

Zan Retsu Ken — → ← → A

Needs 33% of spirit gauge

Koô Ken — ↻ A • C

Needs 20% of spirit gauge

Koho — ↻ A • C

Needs 25% of spirit gauge

Hien Shippû Kyaku — ↙ → B

Needs 25% of spirit gauge

Haô Shôkô Ken — → ↻ C

Needs 40% of spirit gauge

RUSH COMBOS

Rush Combo 1 — → A → B

Rush Combo 2 — → A → A → B

Rush Combo 3 — → A → A → C → C

Rush Combo 4 — → A → A → C → B

Rush Combo 5 — → B → B

Rush Combo 6 — ↘ B C ↓ A

Ryûko Ranbu — → ↻ N B

Needs 75% of spirit gauge

ROBERT GARCIA

Burning Knuckle — A B

Back Blow — ← A

Triple Kick — ← B B B

Double Middle — ↘ B B

Raging Kick — ↘ B B B

Jumping Heel — from [crouch] ↑ B

Yankee Kick — opponent is [downed] ↘ A • B

Shoulder Throw — [close] → C

Genei Kyaku — → ← → B

Needs 33% of spirit gauge

Ryû Geki Ken — ↻ A • C

Needs 20% of spirit gauge

Ryûga — ↻ A • C

Needs 25% of spirit gauge

Hien Shippû Kyaku — ↙ → B

Needs 25% of spirit gauge

Hien Ryuujin Kyaku — [air] ↻ B

Needs 25% of spirit gauge

Haô Shôkô Ken — → ↻ C

Needs 40% of spirit gauge

RUSH COMBOS

Rush Combo 1 — → A → B

Rush Combo 2 — → A → A → B

Rush Combo 3 — → A → A → C → C

Rush Combo 4 — → A → A → C → B

Rush Combo 5 — → A → A → C ← B

Rush Combo 6 — → B → B

Rush Combo 7 — → B ↓ A

Rush Combo 8 — ← B ← B ← B

Rush Combo 9 — ↘ B B B

Ryûko Ranbu — → ↻ N B

Needs 75% of spirit gauge

THE PATH OF THE WARRIOR
ART OF FIGHTING 3

Gôsen — A B

Tsuyubarai — counter ← C . A

Shiranami — ← B

Hisô — → → B

Sôshôdan — → → A

↳ **Kusanagi** — ↓ B

↳ **Sôshô Yaritotsu Kyaku** — ← B

Sakken On Uchi — counter ← A

Used to intercept mid level punches

Sassho On Kyaku — counter ← A

Used to intercept standing kicks

Kanwari — ↘ A • B

Mochi Mawashi Zen Otoshi — close → C

Kasane Ate — ↻ A

Needs 25% of spirit gauge

Raihôkô — ↻ A

Needs 25% of spirit gauge

RUSH COMBOS

Rush Combo 1 — → A → B

Rush Combo 2 — → A → A → C

Rush Combo 3 — → A → A → B

Rush Combo 4 — ← B A B

Rush Combo 5 — → → A ← B

Rush Combo 6 — → → A ↓ B

Chô Kasane Ate — ← ↻ A

Needs 75% of spirit gauge

Body Thrust	← A
Double Jump	air ↖ ~ ↗
Sokutai Geki	← B
Head Thrust	→ → A
Fuharyû Tatsumakigeri	→ → B
Kaikyaku Kakato Otoshi	A B
Tenchû Raku	opponent is downed ↓ ↑ A
Tenshin Dan	opponent is downed ↘ A • B
Tengeki Satsu	close → C
Ryûeijin	A
Needs 25% of spirit gauge	
Shinkû Zankubitô	A
Needs 25% of spirit gauge	
Shinobigakure	↓ ← ↙ B
Needs 30% of spirit gauge	
Môgo Ryûsatsujin	counter → C
Needs 30% of spirit gauge	

RUSH COMBOS

Rush Combo 1	→ A → B
Rush Combo 2	→ A → A → C
Rush Combo 3	→ A → A → B
Rush Combo 4	→ B → B
Rush Combo 5	from crouch A ↓ B
Rush Combo 6	from crouch B A
Tôshinshô	↓ ↓ C
Needs 75% of spirit gauge	

THE PATH OF THE WARRIOR
ART OF FIGHTING 3

Rapid Rod — A B

Over Swing — ← A

Slide Low Kick — ↙ B

Dodge Knee Kick — counter ← B

Used to counter standing kicks

Bounding Rod — opponent is downed ↘ A • B

Hook Throw — close → C

Deceive Impact — close → ← → A

Needs 33% of spirit gauge

Revolving Rod — ⟳ A • C

Needs 25% of spirit gauge

Middle Impact T.T — ⟳ B

Needs 25% of spirit gauge

RUSH COMBOS

Rush Combo 1 — → A → B

Rush Combo 2 — → A → A → C

Rush Combo 3 — → A → A ↙ B

Rush Combo 4 — → A → A → B → B

Rush Combo 5 — ↙ B B

Rush Combo 6 — A B ← B

Rush Combo 7 — A B ↓ B

Hyper Tonfa — → ← → ← → C

Needs 75% of spirit gauge

LENNY CRESTON

Over Swing Shot ← A B

Over Swing Long ← A

Low Somersault ← B

Bush Impact → → A

Chest Bump → → B

↳ **Impact to Bump** A

Squash Kick opponent is [downed] ↘ A • B

Twine Throw [close] → C

Whip Rush → ← → A

Needs 25% of spirit gauge

Flick Shot ↻ A

Needs 30% of spirit gauge

4 Swish Rave ↺ A

Needs 20% of spirit gauge

RUSH COMBOS

Rush Combo 1 → A → B

Rush Combo 2 → A → A → C

Rush Combo 3 → A → A → B

Rush Combo 4 → A → A ← B

Rush Combo 5 → B → B

Rush Combo 6 → → A → B

Rush Combo 7 from [crouch] B ← B

Flick Break → ↻ C

Needs 75% of spirit gauge

THE PATH OF THE WARRIOR
ART OF FIGHTING 3

KOH-SAN WANG

Left-side Kick	B C
Hakuhja Tojin	← A
Right side Kick	← B
Ifuô	↙ B
Flying Butt Strike	air A B
Backroll Jab	close → ← A C
Zutsukishin	↘ C
↳ Leg Sweep	↓ B
Whirlwind Rush	↓ A B
↳ Kôbokushô	→ A
↳ Zutsukishin	→ B
Jikottsu	→ → A
Sokasui	opponent is downed ↘ A • B
Yanagihô	close → C
Kyôretsu Jiraijiri Kun	↓ ↓ A
Needs 30% of spirit gauge	
Hishô Sekitôkun	A
Needs 25% of spirit gauge	
Muteki Ranbu Kun	B
Needs 25% of spirit gauge	
↳ Atama Kun	← → A

RUSH COMBOS

Rush Combo 1	→ A → B → B
Rush Combo 2	→ A → B → C
Rush Combo 3	→ A → A → B → B
Rush Combo 4	↘ C ↓ B
Rush Combo 5	A B tap

Kyûkyoku Ôgi Randa Kun	← → → C
Needs 75% of spirit gauge	

Standing Back Knuckle — A B

Dodge Straight — ← A C

Dodge High Kick — ← B C

High Point Heel — ← B

Cut Straight — counter ← A

Used to intercept standing kicks

Cut High Kick — counter ← A

Used to intercept mid level kicks

Throttle Knuckle — opponent is downed ↘ A

Under Straight — ↘ A • B

Dive Drop — close → C

Quick Under Straight — → ← → A

Needs 25% of spirit gauge

Heftiger Shutosu Angriff — counter ↻ → A

Needs 33% of spirit gauge

Quick Back Knuckle — → ← → B

Needs 25% of spirit gauge

Gewaltiger Fusstritt von Oben — ↻ B

Needs 25% of spirit gauge

RUSH COMBOS

Rush Combo 1 — → A → A → B

Rush Combo 2 — A B → A → A → B

Rush Combo 3 — ← B B

Aufeinander Folgerte Burfe — ↻ ↻ C

Needs 75% of spirit gauge

THE PATH OF THE WARRIOR
ART OF FIGHTING 3

SINCLAIR

Turning Stab ← A B

Turning Edge ← A

Switch Back Sword ← B

Turn Attack → A

Guillotine Swing opponent is downed ↘ A • B

Vision Cutter → ← → A

Needs 25% of spirit gauge

Spinning Sword ⟲ A

Needs 25% of spirit gauge

Dive Sword ↓ ↑ A

Needs 25% of spirit gauge

Hyper Aura Slash → ⟲ A

Needs 75% of spirit gauge

WYLER

Driving Kick ← B

Buster Throw close → C

Buster Hip opponent is downed ↘ A • B

Red Shoulder → ← → A

Needs 25% of spirit gauge

Black Out ⟲ A

Needs 25% of spirit gauge

Bounce Back ↓ ↑ A

Needs 15% of spirit gauge

THE PATH OF THE WARRIOR
ART OF FIGHTING 3